

## 2008 Edina Classic Tournament Rules

1. All games will be two 14-minute stop clock halves with four minutes between halves. Referees will call all substitutes in.
2. Games with a 20-point margin in the 2<sup>nd</sup> half will be running time rather than stop time; stop time will begin if the lead is reduced to 10 points.
3. The first overtime will be two minutes stop time. The second overtime will be one minute, and the third overtime will be sudden death.
4. Each team is allowed three time outs per game. Each team is permitted one additional time out per each overtime period. One minute per time out. Unused timeouts do not carry over.
5. Attendance is required 15 minutes before schedule game time. Five minutes will be allowed for warm-up. Lineups must be in the official scorebook -**IN NUMERICAL ORDER SMALLEST NUMBER TO LARGEST NUMBER**- three minutes before the start of the game. Any team not present or ready to play at the scheduled starting time will forfeit. A team must have five players on the floor to start the game.
6. One and one free throws will be shot on the 7<sup>th</sup> team foul of the half with the double bonus on the 10<sup>th</sup> foul.
7. Technical fouls will result in the awarding of two points and possession of the ball (floor technical fouls count as personal and team fouls; bench technicals count as team fouls only). A second technical foul by a player, coach, or fan will result in immediate disqualification from the current game **plus the following game**.
8. A fifth personal foul will result in player disqualification from the game.
9. All types of defenses are allowed in all divisions. Presses, zones, traps and double-teaming are permissible. No presses are permitted with more than a 20-point lead.
10. Three point shot line will be used in all grades where the floor is clearly marked.
11. The designated home team will furnish the game ball. The fifth and sixth grades will use the intermediate-size balls.
12. No protests allowed. Referees and tournament officials will settle all disputes at the time of the occurrence.
13. Referees are not expected to receive abuse from the coaches, players or spectators. Referees have been instructed to be strict in calling technicals on coaches, players, or fans (without warnings) for unsportsmanlike conduct.
14. Coaches are responsible for the conduct of their fans. Spectators exhibiting unsportsmanlike behavior will be asked to leave the building. If a spectator refuses, the game will be forfeited.
15. Coaches should not allow players to bounce the basketballs in the halls or gyms prior to the game. If players are doing this, they will be warned, and if they persist, the director may assess the team with a bench technical, which will be enforced prior to the start of the game.